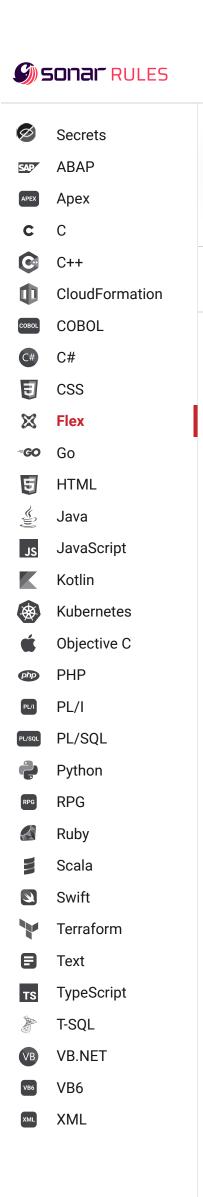
Q

code





Code Smell

naming convention

Code Smell

implementation

Rug Bug

Constant names should comply with a

All branches in a conditional structure should not have exactly the same

Classes that extend "Event" should

Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

All rules 76	
	Tags Search by name
Security.allowDomain() should only be used in a tightly focused manner Vulnerability	Sections of code should not be commented out Analyze your code One of the code should not be commented out Analyze your code of the code should not be commented out
The flash.system.Security.exactSettings property should never be set to false Vulnerability	Programmers should not comment out code as it bloats programs and reduces readability.
Dynamic classes should not be used Code Smell	Unused code should be deleted and can be retrieved from source control history if required. Available In:
"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed	sonarcloud <equation-block> Sonarqube</equation-block>
€ Vulnerability	© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are
"default" clauses should be first or last Code Smell	trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved. Privacy Policy
Event types should be defined in metadata tags	
☼ Code Smell	
Event names should not be hardcoded in event listeners	
Code Smell	
The special "star" type should not be used	
Code Smell	
Variables of the "Object" type should not be used	
Code Smell	
Methods should not be empty	

override "Event.clone()" • Bug
Constructors should not dispatch events
Rug
"ManagedEvents" tags should have companion "Event" tags
₩ Bug
Objects should not be instantiated inside a loop
Two branches in a conditional structure should not have exactly the same implementation
Constructor bodies should be as lightweight as possible
Only "while", "do" and "for" statements should be labelled
Statements, operators and keywords specific to ActionScript 2 should not be used
"for" loop stop conditions should be invariant
Unused function parameters should be removed
Code Smell